The World Peace Game is a hands-on political simulation that gives players the opportunity to explore the connectedness of the global community through the lens of the economic, social, and environmental crises and the imminent threat of war. The goal of the game is to extricate each country from dangerous circumstances and achieve global prosperity with the least amount of military intervention. As nation teams, students will gain greater understanding of the critical impact of information and how it is used.

**Read the Core Principles of the Game**

The game structure is a tower made of four 4’ x 4’ sheets of Plexiglas threaded through five metal poles, one in each corner with a stabilizing pole in the center. Countries and land masses are made of cardboard. Everything relevant to the circumstances of each country is denoted through the game pieces. Items depicted include mountains and rugged terrain, lakes, rivers, and bridges, oil, natural gas, mineral deposits, and sunken treasures buried in the oceans below the land mass. Troops, tanks, air defense, and marine defense are all allocated to each country in proportion to their wealth and developmental status. The game structure takes up almost a quarter of a typical classroom and needs to remain secure and undisturbed for the duration of gameplay.

Given the physical constraints of the classroom and the time constraints of a teacher’s schedule, it is easy to see how this game could be developed into a virtual learning game designed around the same learning outcomes of higher order critical thinking, creative problem solving, collaboration and teaming, and global stewardship.
ABOUT JOHN HUNTER

A native Virginian and graduate of Virginia Commonwealth University, John Hunter is an award-winning gifted teacher who has dedicated his life to helping children realize their full potential.

Read more about John Hunter

John Hunter gave his TEDtalk in March 2011. Since then it has been view by over 569,000 people. In addition, his TEDtalk was selected by TED and the Huffington Post as the most influential idea of 2011.

Time magazine also named John Hunter as one of “12 Educators to Watch in 2012” for his innovative and impactful teaching approach. John Hunter and the film have recently presented at the Pentagon, the United Nations, Google, Harvard, Georgetown, Aspen Ideas Festival and continue to be written about widely.

View John Hunter’s TEDtalk  Additional Press Coverage
World Peace and Other 4th-Grade Achievements weaves the story of teacher John Hunter with his students’ participation in the World Peace Game. The game triggers an eight-week transformation of the children from students of a neighborhood school to citizens of the world. The film has been screened at South x Southwest Festival; Bergen, Norway; Israel; Harvard; Georgetown; Aspen Ideas Festival; Google; the Pentagon, and will be screening at the United Nations in April 2012.

Watch the Film Trailer

Filmmaker Chris Farina is a graduate of the University of Virginia and American University. His first two films, Route 40 and West Main Street, were collaborations with Charlottesville filmmaker Reid Oechslin, and both films are guided by the principle of respect for the individuals portrayed, allowing them to tell the story of their lives and their community. World Peace and Other 4th Grade Achievements has proven to be an award-winning film that is significantly impacting education conversations in communities around the world.

Chris Farina’s Filmography and Production Crew